REMARKS

On August 30, 2001, Applicant filed a Supplemental Preliminary Amendment and amended claims 14, 16 and 30-35. Claims 2-5, 7-9, 13-16, 19-26 and 28-35 remain pending.

However, in that last Supplemental Preliminary Amendment, Applicant inadvertently presented claims 14 and 35 with errors. In regard to claim 14, Applicant inadvertently omitted the language "wherein said overlap determiner computes a first vector that extends in a direction in which said player-controlled object is observed from said viewpoint, and a second vector that extends from said terrain object towards said player-controlled object, computes an angle formed by said first vector and said second vector, and determines whether or not said player controlled object is intervened by the terrain object when viewed from the viewpoint in an overlap state in accordance with whether said angle falls within a prescribed relationship with a reference angle." In regard to claim 35, Applicant inadvertently referred to "an player-controlled object" rather than --a player-controlled object--.

By this Supplemental Preliminary Response, Applicant respectfully presents corrected clean versions of claims 14 and 35. Accordingly, Applicant respectfully requests confirmation that claims 14 and 35 read as indicated above. As a courtesy to the Examiner, attached hereto is a marked-up version of claims 14 and 35 to indicate the corrections made. Applicant respectfully submits that the corrections made to claims 14 and 35 are not amendments and, thus, not substantially related to patentability. Further, since the versions of claims 14 and 35 presented herein represent the versions intended to be presented in the Supplemental Preliminary Amendment, they are respectively indicated as being "Three Times Amended" and

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"Twice Amended" which is the same status indicated in the Supplemental Preliminary Amendment.

CONCLUSION

In view of the foregoing remarks, Applicant respectfully requests the timely allowance of the pending claims. The attached page is captioned "**Version with markings to show corrections made**." Deletions appear as normal text surrounded by [ ] and additions appear as underlined text.

Please grant any extensions of time required to enter this response and charge any additional required fees to our deposit account 06-0916.

Respectfully submitted,

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Dated: November 16, 2001   By:_____

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VERSION WITH MARKINGS TO SHOW CORRECTIONS MADE

IN THE CLAIMS:

14.   (Three Times Amended) A game device which generates images observed from a viewpoint to be displayed on a monitor, the images including a player-controlled object moving relative to virtual terrain objects, the player-controlled object and the terrain objects being defined within a three-dimensional virtual space, the game device comprising:

an input means with which a game player operates a computer game;

shape data memory which stores shape data defining shapes of the terrain objects present in the virtual space;

a position data specifier which specifies a current position for the player-controlled object with respect to the terrain objects;

overlap determination means which determines, on the basis of the shape data and the position data, whether a terrain object is located between the viewpoint and the player-controlled object; and

an image generator which generates image data for displaying on the monitor screen the player-controlled object and the terrain objects viewed from the viewpoint wherein a terrain object is processed so as to be rendered as a show-through image through which the player-controlled object is viewed in the event that the overlap determiner determines that the player-controlled object is intervened by the terrain object in an overlapping state when viewed from the viewpoint,

<u>wherein said overlap determiner computes a first vector that extends in a direction in which said player-controlled object is observed from said viewpoint, and a</u>

second vector that extends from said terrain object towards said player-controlled object, computes an angle formed by said first vector and said second vector, and determines whether or not said player controlled object is intervened by the terrain object when viewed from the viewpoint in an overlap state in accordance with whether said angle falls within a prescribed relationship with a reference angle.

35.   (Twice Amended) A game device, wherein the game device comprises [an] a player-controlled object moving relative to terrain objects within a three-dimensional virtual space, the game device comprising:

a controller for operating the player-controlled object;

a shape data memory which stores data defining shapes of a plurality of terrain objects present in the three-dimensional virtual space;

a position data specifier which specifies a current position for the player-controlled object within the virtual space;

an overlap determination processor which determines whether one of the terrain objects is located between a viewpoint and the player-controlled object; and

an image generator which generates image data for the player-controlled object and the terrain objects as viewed from the viewpoint and image data for the player-controlled object and the terrain object comprising alternately generating pixels indicative of at least one of the terrain objects and indicative of the player-controlled object in a prescribed pattern if the overlap determination processor determines that the player-controlled object is located behind the at least one terrain object when viewed from the viewpoint.